Sword of the Paruns 4



Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4



Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4



Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4



Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395

Sword of the Paruns 4

Artifact — Equipment

As long as equipped creature is tapped, tapped creatures you control get +2/+0.

As long as equipped creature is untapped, untapped creatures you control get +0/+2.

3: You may tap or untap equipped creature.

Equip 3

Illus. Greg Hildebrandt

™ & © 2024 Wizards of the Coast 395